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Coul application Serial No. 09/726,212 of Law et al entitled "Method And Apparatus For Providing Logical Combination Of N Alpha Operations Within A Graphics System" (attorney ref. 723-973).

[The paragraph beginning at page 14, line 23:]

A2 For details concerning the operation of blocks 500a, 500b and 500c, a more detailed description of the example graphics pipeline circuitry and procedures for performing regular and indirect texture look-up operations is disclosed in commonly assigned co-pending patent application, Ser. No. 09/722,382, entitled "Method And Apparatus For Direct And Indirect Texture Processing In A Graphics System" (attorney docket no. 723-961) and its corresponding provisional application, serial no. 60/226,891, filed August 23, 2000, both of which are incorporated herein by this reference.

[The paragraph beginning at page 20, line 13:] ✓

A3 In the example embodiment, the final blended output of the last blending stage is stored in register 660(4) for color output and/or alpha thresholding 662. A z-texturing path is also provided for z-texturing. See copending commonly assigned U.S. Patent Application Serial No. 09/722,378 of Leather et al. entitled "Z-Texturing" (attorney ref. 723-965) and its corresponding Provisional Application No. 60/226,913, filed August 23, 2000, both of which are incorporated herein by reference.

[The paragraph beginning at page 29, line 21:] ✓

A4 The alpha functionality of recirculating shader 602 (e.g., in combination with the non-recirculating alpha compare) can be used to provide a transparency tree analogous to

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a shade tree. In particular, recirculating shader 602's alpha functionality can be used to provide N logical alpha operations on M alpha inputs, where N and M can be any integers. The combination of alpha compares and alpha logical operations can be used, for example, to provide non-photorealistic effects such as cartoon outlining. See, for example, commonly assigned copending U.S. Patent Application Serial No. 09/726,212 of Law et al. entitled "Method and Apparatus For Providing Non-Photorealistic Cartoon Outlining Within A Graphics System" (attorney docket 723-973) and its corresponding provisional application, serial no. 60/226,915, filed August 23, 2000, both of which are incorporated herein by this reference.

[The paragraph beginning at page 30, line 15:]

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Figure 13 shows an example block diagram of texture environment unit 600 including shader 602. Texture environment unit 600 in the example embodiment includes a fog operator 690 and a fog blender operator 692 in addition to a command section 694 and shader 602. For details concerning the operation of blocks 690, 692, see copending commonly assigned U.S. Patent Application Serial No. 09/726,225 of Law et al. entitled "Method And Apparatus For Providing Improved Fog Effects In A Graphics System" (attorney ref: 723-954) and its corresponding provisional application, serial no. 60/227,032, filed August 23, 2000, both of which are incorporated herein by this reference.